

CHARACTER NAME

BACKGROUND

SPECIES

CLASS

SUBCLASS

LEVEL

XP

ARMOR CLASS

SHIELD

HIT POINTS

CURRENT

TEMP

MAX

HIT DICE

SPENT

MAX

DEATH SAVES

SUCCESSSES

FAILURES



PROFICIENCY BONUS

INTELLIGENCE

MODIFIER

SCORE

☐ Saving Throw

☐ Arcana

☐ History

☐ Investigation

☐ Nature

☐ Religion

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes

STRENGTH

MODIFIER

SCORE

☐ Saving Throw

☐ Athletics

WISDOM

MODIFIER

SCORE

☐ Saving Throw

☐ Animal Handling

☐ Insight

☐ Medicine

☐ Perception

☐ Survival

DEXTERITY

MODIFIER

SCORE

☐ Saving Throw

☐ Acrobatics

☐ Sleight of Hand

☐ Stealth

CHARISMA

MODIFIER

SCORE

☐ Saving Throw

☐ Deception

☐ Intimidation

☐ Performance

☐ Persuasion

CONSTITUTION

MODIFIER

SCORE

☐ Saving Throw

CLASS FEATURES

HEROIC INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ☐ Light ☐ Medium ☐ Heavy ☐ Shields

WEAPONS

TOOLS

SPECIES TRAITS

FEATS



SPELL SLOTS													
Total		Expended		Total		Expended		Total		Expended			
LEVEL 1	_____				LEVEL 4	_____				LEVEL 7	_____		
LEVEL 2	_____				LEVEL 5	_____				LEVEL 8	_____		
LEVEL 3	_____				LEVEL 6	_____				LEVEL 9	_____		

[illegible][illegible]

LANGUAGES

[illegible]

COINS

CP	SP	EP	GP	PP

[illegible]